

ABSTRACT

A distributed electronic entertainment method and apparatus are described. In one embodiment, a central management resource is coupled to multiple out-of-home venues through a wide area network (WAN). The central management resource stores content and performs management, monitoring and entertainment content delivery functions. At each venue at least one entertainment unit is coupled to the WAN. Multiple entertainment units in a venue are coupled to each other through a local area network (LAN). In one embodiment, an entertainment unit includes a user interface that comprises at least one graphical user interface (GUI). The entertainment unit further comprises a local memory device that stores entertainment content comprising music, a peripheral interface, and a user input device. A plurality of peripheral devices are coupled to the at least one entertainment unit via the peripheral interface, wherein a user, through the user input device and the user interface, performs at least one activity from a group comprising, playing music, playing electronic games, viewing television content, and browsing the Internet.